

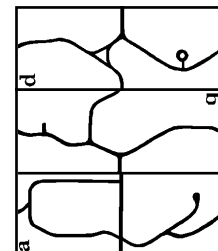
FIRST TO STRIKE

DELUXE ASL SCENARIO 4



STALINGRAD, RUSSIA, 7 October 1942: After weeks of bitter conflict in the Stalingrad cauldron, little had been decided. Heavy assaults on the Tractor Works were repulsed with many casualties to both sides. The newly arrived 37th Guards Division of General Zholudev lent new strength to the battered Soviet defenses. After a relatively quiet day of regrouping, each side was set to attack the other. The Germans forestalled the Soviet counterattack by striking first.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Germans must solely control 14 of the 19 multi-hex buildings at game end as opposed to the nine they control at game start.

BALANCE:














✚ The Germans must solely control 13 of the 19 multi-hex buildings at game end.

★ The Germans must solely control 15 of the 19 multi-hex buildings at game end.











TURN RECORD CHART

★ RUSSIAN Sets Up First [258]	✚	1	2	3	4	5	6	7	8	END
✚ GERMAN Moves First [249]										

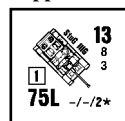
Elements of 37th Guards Infantry Division [ELR: 3] set up on boards d, b, and a in hexes east of road dH0-dG3-dG4-bJ2-bH1-aH1-aH4-aH5: {SAN: 6}

 6-2-8	 4-4-7	 2-2-8	 9-1	 8-1	 8-0	 7-0	 HMG 3-16	 HMG 3-12	 MMG 2-10	 LMG 1-11	 ATR 1-12	 AT 45LL
13	12	3								3	3	3

Elements of the 389th Infantry Division [ELR: 4] set up on boards b, d, and a in hexes west of road dH0-dG3-dG4-bJ2-bH1-aH1-aH4-aH5: {SAN: 3}

 4-2-8	 4-1-6-7	 9-2	 9-1	 8-1	 8-0	 HMG 3-16	 MMG 2-12	 LMG 1-8	 DC 30-1	 Phone 11
3	21			2	2		2	4	3	

Support elements of XIV Panzer Corps enter Turn 1 on any west edge road hex:



3

SPECIAL RULES:

1. EC are Moderate with no wind. Kindling is NA.

2. Buildings bE1 and aK2 are factories (B23.74) which are a level 1.5 LOS Obstacle but have no upper level. Hex bC4 contains a 2nd level building Location in that hex only. All other multi-hex, non-factory buildings contain ground/1st level only with an inherent staircase in each hex (B23.22).

3. Place stone rubble counters at ground level in: dG4, bE3, bI3, dH3, dH2, aG3, and aH3. Place wooden rubble counters at ground level in bI2 and bI1. All woods hexes except those in a gully are treated as stone rubble.

4. Both sides may use HIP for ≤ 1 squad equivalent (and any SW/SMC set up with it).

5. The German OBA is 105mm and is considered Pre-Registered Fire (C1.73) when used vs a target hex pre-determined prior to setup. The German player may pre-designate only one such hex as a Pre-Registered Fire target hex.

6. Russian elite MMC are considered Assault Engineers for CCV purposes.

AFTERMATH: Zholudev's Guards slowly fell back, but in doing so exacted a heavy toll in German lives for every foot of ground. German gains were limited to only one block of flats in the Tractor Factory housing estates. The bitter battle along the river bank would continue.